

WHEN SUPERPOWERS COLLIDE

# ***Baltic 1985*** ***CORRIDOR TO BERLIN***

The third scenario of the Superpowers series

## **RULE BOOK SUPPLEMENT**

These rules adapt the *GERMANY 1985*™ scenario to the special conditions of warfare in the Berlin corridor. If you have not yet played *GERMANY 1985*, find out that incident for the basic rules as you play your first game.



STRATEGIC SIMULATIONS INC

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# INTRODUCTION TO BALTIC 1985

The Soviet Offensive into southern Germany has been halted at the Rhine after fierce fighting. In the Passau Gull, the battle for the airfields has paused, as both sides regroup.

Satellite and other intelligence reports show widespread disobedience in Warsaw/Gdansk, and cities Pölschitz, Siles, Siles, Kinsley, Kinsley units have been classified as unreliable by their Soviet allies, and Soviet reserves have been sent to suppress the rebellions.

Satellite reports from Berlin, breaking through intense Soviet jamming, show that American infantry units, typified by the Soviet titling, are still holding out in the suburbs of West Berlin.

In the NATO battlefield headquarters, the NATO commander reviews the intelligence reports, meets with his staff, and issues Force orders.

NATO units are to drive southward, once and hold a corridor to Berlin, linking up with the NATO units holding out there, before the Soviets can bring in their reserves.

At 0400 the next morning, tactical air support fighters and fighter bombers take off from their airfields. Airborne units drop strategically along the corridor to meet key objectives. NATO moves battle tanks and armored personnel carriers roll through the checkpoints and wave forces along the East German border, on the road to Berlin. Operation Blüchli has begun.

BALTIC 1985™ the third of the WHEN SUPERPOWERS COLLIDE™ scenarios is a battalion-level simulation of the battle for the Berlin corridor.

The basic rules are given in the GERMANY 1985™ rulebook. This supplement gives you the additional rules and changes in effect for this battle only.

If you have not played GERMANY 1985™ or DEF 1985™ use the GERMANY 1985™ rulebook as you play your first game, and add the additions and changes in this supplement.

The rule numbers in this supplement refer to the rule numbers in the GERMANY 1985™ booklet.

## 1.0 PLAYING THE FIRST GAME

Follow the game-loading procedure described in GERMANY 1985™.

When the game starts, you will be presented with the options shown at the bottom of this page (the highlighted option is in effect).

To change any option, type the number until the option you want is highlighted. When you eventually press the space bar, the game will begin with the NATO move.

### 1.1 The Map Scale

Each hexagon on the 36 by 36 hex map represents 3 miles (compared with one mile in GERMANY 1985™). Weapon ranges, sighting distances and movement rates are reduced accordingly from those given in GERMANY 1985™.

On the screen, you see one sector, or 1/12th of the total map. Sector numbers and letters (1 to 9, A, B, and C) appear on the map.

**Terrain**

The north German terrain is similar to that in GERMANY 1985™ with these additions:



**LAWY** (Only Air Cavalry can cross)



**NATO HELD OBJECTIVE** (See 13-8)



**SOVIET HELD OBJECTIVE** (See 13-8)

Urban and town replace town and village, as pictured.

### 1.2 Moving the Cursor

To move the blinking cursor around the map, use the COMMAND keys shown in the diagram at right.



### 1.3 Unit Identification

In BALTIC 1985 the NATO player has one additional unit type:

**NATO C. PARATROOP INFANTRY**

1. TWO PLAYER

2. 3000

3. LEVEL

4. **115500**

**CONTROLS**

NATO **115500**

2. 3

**EXPOSED**

5. RESTART GAME

6. DEMONSTRATION

7. REINFORCED

8. DIVISIONS

NATO

**115500**

Play against the computer

The computer takes the Russian side

The hardest level of play

Every unit not sighted by your units will not be visible on the map. Computer operated units will remain visible at all times.

The Soviet side will receive additional reinforcements. If this is your first game, you may want to type 8 to reduce the Soviet strength, and type 7 to increase your own. When the level is an experienced player may decide to change the reinforcement status by hitting 7 or 8.

## 1.4 Moving Units

Press **ISSUE** (**G-44** **F**) to find your first unit, and to enter the **MOVE** **PHASE**. Place the unit with the **COMMAND** key, shown at right.



When you have moved your first unit, the cursor on the screen will blink. Type **IF** (**KO**) **TROOP** and **E**, and then type **F** to end your move.

## 1.5 The Soviet Move

The computer will move all the Soviet units one by one. During the **GameOver** screen, you can stop the computer by typing **ISSUE** (**G-44** **F**). Start movement again with the **SPACE** **BAR**.

When the cursor blinks again, the Soviet player is finished. Type **ISSUE** (**G-44** **F**) to start your second move.

# 2.0 MOVEMENT

## 2.1 Movement Display

The movement display in **DATE** **1945** shows the word **SHORE**. It is highlighted, the unit is in a smoke-filled box. **NE** (Nuclear) and **NE** (Nuclear) **Concentration** do not appear, because they play no part in this scenario.

## 2.5 Air Cavalry

**AIR CAVALRY** units cannot enter enemy-owned towns, urban or objective towns.

## 2.6 Transport Mode

- **INFANTRY** units cannot change to **TRANSPORT** mode.
- Units in **TRANSPORT** mode cannot enter enemy-owned urban, town or objective towns.

## 2.8 Rivers

Regular units can cross a river in **RIVER** mode. **AIR CAVALRY** can cross, it may go into **river**.

## 2.9 Bridging

No bridging is needed in this scenario. **ENGINE** **RIVER** units can change to **RIVER** mode once every three other units, but otherwise have no special functions.

## 2.10 Terrain Effects

See the Terrain Effects Table in the Appendix.

## 2.11 Special Movement Keys

**Y** does not function in this scenario.

## 2.12 Smoke

**SMOKE FILLED** boxes and smoke movement path to cover.

# 3.0 MODES

- **INFANTRY** units cannot change to **TROOP** **PORT** mode.
- **ENGINEER** units can change to **REORG** **GAUGE** mode.
- Changing to **RIVER** mode costs regular units twice the movement points (which is **GERMANY** **1945** **ENGINEER** units can change to **RIVER** mode without half that of regular units, giving them the ability to cross them more easily than other units).

# 4.0 THE ORDER PHASE

Orders are given priority to **GERMANY** **1945**.

# 5.0 ARTILLERY

Artillerymen or losses have been reduced from **GERMANY** **1945**, since the map made it greater.

# 6.0 AIR POWER

**Air Power** rules are the same as in **GERMANY** **1945**.

- The side with air superiority has a possible maximum of two air strikes per turn.
- The **NATO** player has air superiority for the first two turns.

# 9.0 REORGANIZATION

**ENGINEER** units only reorganize.

# 10.0 HIDDEN UNITS

All units are **EXPOSED** when they first appear on the map. Hide each of your units by typing **C/H** during its movement phase. If you are playing **SOUTHERN**, and you have chosen the **ROCK** option, the computer will automatically hide enemy units when they move.

# 11.0 MINES AND NUCLEAR CONTAMINATION

Mines and nuclear contamination play no part in this scenario.

# 12.0 REINFORCEMENTS

Reinforcements enter at the times and places shown on the **REINFORCEMENT** **SCHEDULE**.

## 13.0 VICTORY

### 13.1 Victory Points

The NATO PLAYER receives:

- 10 points per turn for each objective held
- 10 points for each Soviet unit eliminated

The SOVIET PLAYER receives:

- 1 point per turn for each objective held
- 1 point for each NATO unit eliminated

**Note:** An objective box is held by the side whose unit last entered the box. (Or originally was held by the player.)

### 13.2 The Victory Display

To see the display of Victory Points earned by each side, type **C/V** (control and V) at any time during your turn. (Players can also see the **VICTORY DISPLAY** during **SCENARIO** games when the computer is moving enemy units.)

### 13.3 End of the Game

**HALTIC 1989** ends automatically after turn 15, 30 or 17 at the option of the computer. The computer will compare victory points and declare a winner.

## 16.0 TACTICS

- The NATO player must move quickly to take advantage of his initial air superiority and numbers. The Russian player starts with no spare air superiority points and it will be several turns before the NATO player can be challenged in the air.
- Keep divisions together. Protect, and, whenever possible, hide headquarters units in the rear. Use the **D** key frequently to check the location of deserted units.
- Withdraw, hide and reorganize weakened units. They will be needed later in the scenario, when Soviet reinforcements move, and their loss costs victory points.
- Hide units whenever possible. The computer can lose you, and ambushes are an effective tactic.
- Take and hold onto objectives. You receive Victory Points each turn they are held.
- Prepare attacks carefully. Use a few selected units to attack and defend, with numerous supporting units and headquarters nearby.

- Air Superiority is crucial, not just for supporting air strikes, but because clearing air superiority hinders your movement. Use **C/A** each turn to check your air power status, and plot points for future superiority.

## FREQUENTLY USED COMMANDS

### Movement Phase Commands

- O** Give orders to unit
- C** Change mode of unit
- L** Look at other unmoved units in that division
- G** Leave unit where it is
- D** Highlight: Hide all units of a division
- P** (APPLE only)  
Show entire map with these symbols:  
NATO Unit: ☐  
Soviet Unit: ☒

(Enemy **HIDDEN** units will not appear. Friendly **HIDDEN** units do appear on the strategic screen. Moving unit blinks.)

- a/H** Hide unit
- a/C** Attack adjacent unit
- a/A** Show air power display
- a/V** Show victory points

**ESC/DEL** (C-64: **H**) End movement phase

### Commands when cursor is blinking

- S** (Followed by map sector number or letter) Show that sector of map

**SPACE** Return to game play

**BAR**

- a/E** End turn

### Commands during computer move (Boffaire game)

- a/P** Turn combat pause on/off (See 14.2)

- a/V** Show victory display

→ (C-64: **H**) Speed up computer move

← (C-64: **H**) Slow down computer move

**SPACE** Resume paused computer move  
**BAR**

(See 2.11 and 14.0 in **GLIMPSE 1989** for other commands.)

## APPENDIX

TERRAIN EFFECTS TABLE				MAXIMUM MOVEMENT ALLOWANCES			
TERRAIN	MOVEMENT	SHOOTING	COMBAT	INFAN	TANK	INFAN	TANK
OPEN	2	4	0	TANK	10	TANK	10
L. ROUGH	3	3	3	SPQ	14	SPQ	10
ROUGH	4	3	3	APC	10	ARTY	10
FOREST	3	3	3	ABCAW	20	KATSH	10
TOWN	3	3	2	INFAN	12	INFAN	10
URBAN	4	2	4	ENG	14	ENG	14
OBSTCL	3	3	3				
LAKE	3	4	0				

  

SECTOR NUMBERS				NOTE: SECTOR NUMBERS 1-5 are based on OPEN bases for all purposes. SECTOR PRSP, BUT C is based on dry GROUND base.			
1-B	2	4	0				
C	4	2	4				

### TYPE VB, TYPE TABLE

#### SOVIET INTERMEDIATE INFANTRY

TANK	-3
SPQ	-3
ARTY	-10
KATSH	-10
INF	-2
ENG	-2



	SOVIET TANK	SPQ	ARTY	KATSH	INF	ENG
SOVIET INFANTRY VS	2	2	4	4	1	1

#### RUSSIAN ELITE INFANTRY

TANK	-1
SPQ	-5
APC	1
ABCAW	-3
INFAN	1
ENG	1



	RUSS TANK	SPQ	APC	ABCAW	INFAN	ENG
RUSSIAN INFANTRY VS	0	3	0	3	-2	-1

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